

IN THE CLAIMS

1. (Previously Presented). A local wireless communication network for digital content players, the network comprising:

one or more content hosts;

a plurality of digital content players, separate from said one or more hosts, each digital content player having a wireless communication platform for establishing a communication link between at least one of said one or more content hosts and at least one other digital content player, each digital content player including a player storage device for storing digital content, said communication platform configured to automatically synchronize digital content between said one or more content hosts and said digital content players in range of one another and also between digital content players in the range of each other. .

2. (Previously Presented). The communication network as recited in claim 1, wherein at least one of said one or more content hosts is configured as a gateway.

3. (Previously Presented). The communication network as recited in claim 1, wherein at least one of said one or more content hosts is a personal computing platform.

4. (Previously Presented). The network as recited in claim 1, wherein at least one of said ~~host~~ one or more content hosts is a set top box.

5. (Previously Presented). The network as recited in claim 1, wherein at least one of said one or more content hosts is a stand alone audio gateway.

6. (Previously Presented). A local wireless communication network for digital content players, the network comprising:

two or more portable digital content players; each of said portable digital content players having a

wireless communication platform for establishing a bi-directional communication link between at least two of said two or more digital content players and automatically synchronizing digital content in said portable digital content players when said portable digital content players are in range of each other.